CLAIMS

What is claimed, and desired to be secured by letters of patent is:

1. A toy vehicle comprising:

vehicle chassis or frame having a plurality of wheels,

motor driving at least one wheel of the vehicle,

input control means to enable a player to control the motor and/or interact with the vehicle, and

additional means to control the operation of said motor independent of the input control means.

2. The toy vehicle of claim 1, wherein said additional means to control the operation of said motor includes random elements.

3. The toy vehicle of claim 1 further comprising radio or infrared receiver mounted in the vehicle to receive signals from a transmitter unit located remotely from said vehicle.

4. The toy vehicle of claim 3 wherein said input control means are located on the transmitter unit.

5. The toy vehicle of claim 1 wherein said means to control the operation of the motor is at certain times responsive to said input control means.

6. The toy vehicle of claim 1 wherein said means to control the operation of the motor is at certain times not responsive to, and independent of, said input control means.

7. The toy vehicle of claim 1 wherein said additional means to control the operation of the motor may at certain times generate motion signals that conflict with signals received from said input control means.

8. The toy vehicle of claim 1 further comprising a mechanism to steer the vehicle.

9. The toy vehicle of claim 1 wherein the housing of the vehicle is shaped as a motorcycle, car, truck, van, military tank, train, plane or a boat.

10. A toy vehicle comprising:

vehicle chassis or frame having a plurality of wheels,

motor driving at least one wheel of the vehicle,

input control mechanisms to enable a player to control the motor and/or interact with the vehicle,

a microprocessor,

a control logic executed on a processor to control the operation of the vehicle,

a control logic segment that generates interactions with the user of the vehicle, and

a control logic segment that controls the operation of said motor independent of the input control mechanisms, and based on user's responses to interactions.

11. A toy device as recited in claim 10 further comprising computer memory to store responses to interactions.

12. A toy vehicle as recited in claim 10, wherein said control logic segment that controls the operation of the motor is based on a first algorithm that derives or defines knowledge information, which includes normal responses to interactions, and a second algorithm that evaluates the user's response to the last interaction, for classifying into one of a plurality of categories, wherein a first category corresponds to a normal response, and at least a second category corresponds to a response that is different from the normal response.

13. The toy vehicle of claim 10 further comprising radio receiver mounted in the vehicle to receive a radio-control signal from a transmitter unit located remotely from said vehicle.

14. The toy vehicle of claim 10 wherein said input control mechanisms are located on the transmitter unit.

15. The toy vehicle of claim 10 wherein said responses includes plugging in accessories into the toy vehicle.

16. A toy vehicle comprising:

vehicle chassis or frame having a plurality of wheels,

motor driving at least one wheel of the vehicle,

input control mechanisms to enable a player to control the motor and/or interact with the vehicle,

a microprocessor,

a software program executed on a processor to control the operation of the vehicle,

a program segment that generates interactions with the user of the vehicle,

computer memory to store user's responses to interactions,

a program segment that derives or defines knowledge information, which includes normal responses to interactions, and

a program segment that controls the operation of said motor independent of the input control mechanisms, and based on evaluating user's responses to interactions, and comparing such responses to normal responses.

17. The toy vehicle recited in claim 16, wherein said responses include activating accessories to the vehicle.

18. The toy vehicle recited in claim 16, wherein said responses include plugging in accessories to the vehicle.

19. The toy vehicle recited in claim 16, wherein said program segment that controls the operation of the motor independent of the input control mechanisms, causes the vehicle to operate in a plurality of states.

20. The toy vehicle recited in claim 19, wherein said plurality of states includes a first state during which the operation of the vehicle is totally responsive to input control mechanisms, a second state during which the operation of the vehicle is partially responsive to input control mechanisms, and a third state during which the vehicle is not responsive to said input control mechanisms.

21. A toy vehicle as recited in claim 20, further comprising a program segment that controls the vehicle to execute one or more pre-programmed movements during said state when the vehicle is not responsive to input control mechanisms.

22. A toy vehicle comprising:

vehicle chassis or frame having a plurality of wheels,

motor driving at least one wheel of the vehicle,

input control mechanisms to enable a player to control the motor and/or interact with the vehicle,

a microprocessor,

a software program executed on a processor to control the operation of the vehicle,

a program segment that generates interactions with the user of the vehicle, and

a program segment that controls the vehicle to operate in a plurality of states, including a first state during which the operation of said motor is independent of the input control mechanisms, and a second state during which the vehicle executes one or more pre-programmed movements that are not responsive to the input control mechanisms.

23. A toy vehicle as recited in claim 22, wherein said program segment that controls the vehicle to operate in a plurality of states is based on evaluating user's responses to interactions, and comparing such responses to predefined normal responses.

24. A toy vehicle as recited in claim 22, wherein said program segment that controls the vehicle to operate in a plurality of states is based on random elements.

25. A toy vehicle as recited in claim 22, wherein said input control mechanisms include plurality of push buttons, switches, pressure switches, touch switches, sensors, voice activated switches, push buttons located on a remote control apparatus, and/or accessories that can be plugged into the device to enable a user to provide responses to interactions